

WHAT IS CLAIMED IS:

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B1 1. A video game device for displaying a play character on a game screen displayed on a monitor and moving the play character from a reference position to a predetermined position in a game space by operating an operation member, comprising:

a storage unit for storing a first image data group including a plurality of frames of image data for displaying a first action relating to the moving action of the play character and a second image data group including a plurality of frames of image data for displaying a second action,

a display control unit for reading the first and second image data group from the storage unit and displaying the action of the play character based on the read image data, and

a switch control unit for switching the first image data group to the second image data group such that the first action and the second action are smoothly successively displayed without any discontinuity when the play character reaches the predetermined position by repeatedly displaying the first action.

2. A video game device according to claim 1, wherein a specified frame of image data of the first image data group is switched to a frame of image data of the second image data relating the specified frame when the play character reaches the

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predetermined position.

3. A video game device according to claim 1, wherein the specified frame is the last frame of the first image data group or a frame relating to the last frame, and the frame of the second image data group relating to the specified frame is the first frame thereof.

4. A video game device according to claim 1, wherein the first image data group includes image data generated between successive frames using the image data prepared beforehand.

5. A video game device according to claim 1, wherein the display control unit controls the movement of the play character displayed on the monitor in accordance with the operational state of the operation member.

6. A video game device according to claim 1, wherein the display control unit generates an image data between successive frames stored in the storage unit when the operation state of the operation member is changed.

7. A video device according to claim 6, wherein said image data generated by the display control unit is generated by interpolation between the successive frames.

8. A video game device according to claim 1, wherein the moving speed of the play character displayed on the monitor by the first action varies according to the operated amount of the operation member, the unit moved amount of the play character by the first action is set at a constant value regardless of the moving speed of the play character, and the distance of the predetermined position from the reference position is a multiple of the unit moved amount.

9. A character action setting method in a video game in which a play character is displayed on a game screen on a monitor and moved from a reference position to a predetermined position in a game space by operating an operation member, the method comprising the steps of:

preparing a first image data group including a plurality of frames of image data for displaying a first action relating to the moving action of the play character and a second image data group including a plurality of frames of image data for displaying a second action; and

switching the first image data group to the second image data group such that the first action and the second action are smoothly successively displayed without any discontinuity when the play character reaches the predetermined position by repeatedly displaying the first action.

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10. A character action setting method according to claim 9, wherein a specified frame of image data of the first image data group is switched to a frame of image data of the second image data relating the specified frame when the play character reaches the predetermined position.

11. A character action setting method according to claim 9, wherein the specified frame is the last frame of the first image data group or a frame relating to the last frame, and the frame of the second image data group relating to the specified frame is the first frame thereof.

12. A character action setting method according to claim 9, wherein the first image data group includes image data generated between successive frames using the image data prepared beforehand.

13. A character action setting method according to claim 9, wherein the display control unit controls the movement of the play character displayed on the monitor in accordance with the operational state of the operation member.

14. A character action setting method according to claim 9, wherein the display control unit generates an image data between successive frames stored in the storage unit when the operation

state of the operation member is changed.

15. A character action setting method according to claim 14, wherein said image data generated by the display control unit is generated by interpolation between the successive frames.

16. A character action setting method according to claim 14, wherein the moving speed of the play character displayed on the monitor by the first action varies according to the operated amount of the operation member, the unit moved amount of the play character by the first action is set at a constant value regardless of the moving speed of the play character, and the distance of the predetermined position from the reference position is a multiple of the unit moved amount.

17. A computer-readable recording medium storing a character action setting program in a video game in which a play character is displayed on a game screen on a monitor and moved from a reference position to a predetermined position within a game space by operating an operation member, the character action setting program comprising the steps of:

preparing a first image data group including a plurality of frames of image data for displaying a first action relating to the moving action of the play character and a second image data group including a plurality of frames of image data for

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displaying a second action; and

switching the first image data group to the second image data group such that the first action and the second action are smoothly successively displayed without any discontinuity when the play character reaches the predetermined position by repeatedly displaying the first action.

18. A computer-readable recording medium according to claim 17, wherein a specified frame of image data of the first image data group is switched to a frame of image data of the second image data relating the specified frame when the play character reaches the predetermined position.

19. A computer-readable recording medium according to claim 17, wherein the specified frame is the last frame of the first image data group or a frame relating to the last frame, and the frame of the second image data group relating to the specified frame is the first frame thereof.

20. A computer-readable recording medium according to claim 17, wherein the first image data group includes image data generated between successive frames using the image data prepared beforehand.

21. A computer-readable recording medium according to claim 17,

wherein the display control unit controls the movement of the play character displayed on the monitor in accordance with the operational state of the operation member.

22. A computer-readable recording medium according to claim 17, wherein the display control unit generates an image data between successive frames stored in the storage unit when the operation state of the operation member is changed.

23. A computer-readable recording medium according to claim 22, wherein said image data generated by the display control unit is generated by interpolation between the successive frames.

24. A computer-readable recording medium according to claim 17, wherein the moving speed of the play character displayed on the monitor by the first action varies according to the operated amount of the operation member, the unit moved amount of the play character by the first action is set at a constant value regardless of the moving speed of the play character, and the distance of the predetermined position from the reference position is a multiple of the unit moved amount.